



**IMPROVING THE WRITING SKILL  
OF THE SEVENTH GRADE STUDENTS OF SMP N 1  
MEJOBO KUDUS IN ACADEMIC YEAR 2013/2014  
BY USING THE CATCH SPEAK AND WRITE (CSW) GAME**

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TEACHER TRAINING AND EDUCATION FACULTY  
MURIA KUDUS UNIVERSITY  
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**SKRIPSI**

**Presented to the University of Muria Kudus  
In Partial Fulfillment of the Requirements for Completing  
The Sarjana Program in English Education**

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**ENGLISH EDUCATION DEPARTMENT  
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2014**

## MOTTO AND DEDICATION

### Motto:

- ❖ *Never give up, try again, and keep stepping because there is no success without a sacrifice and there is no success without hardness.*
- ❖ *Your success will be a great satisfaction to your parents*

### Dedication:

This skripsi is dedicated to:

- ❖ Allah SWT
- ❖ Her beloved parents, Mr.Sunardi and Mrs. Supartini
- ❖ Her beloved brother and sister
- ❖ All of her loved family
- ❖ Her good friends, Aida, Anita, Mita, Fitria.
- ❖ All of her friends in PBI UMK 2010
- ❖ All of her friends who always support her

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The writer hopes that this skripsi will be useful for those especially who are in the field of education.

Kudus, August 5<sup>th</sup> 2014

The writer

Nour Riezky I

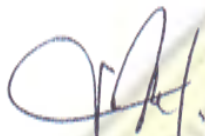


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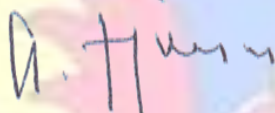
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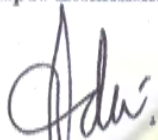


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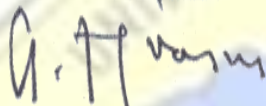
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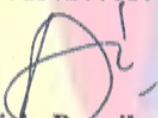
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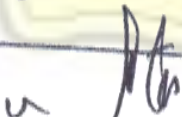
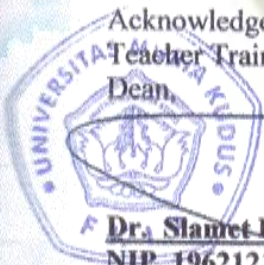
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## ABSTRACT

Istiqomah, Nour Riezky. 2014. *Improving the Writing Skill of the Seventh Grade Students of SMP N 1 Mejobo Kudus in Academic Year 2013/2014 by Using the Catch, Speak and Write (CSW) Game*. Skripsi: English Education Department of Teacher Training and Education Faculty of Muria Kudus University. Advisor: (1) Titis Sulistyowati, SS, M.P (2) Dr. H.A Hilal Madjdi, M.Pd

**Key words:** Writing Skill, the CSW Game.

Writing is the skill to write a text based on the picture. Writing is one of the skills which must be taught is in Junior High School. So, the students should be able to write texts well. But, In fact the seventh grade students of SMP N 1 Mejobo Kudus have difficulties in writing. They have no idea to write some word in English and also still difficult to arranged the words into correct sentence. Based on interview with the English teacher in SMP N 1 Mejobo, the students' scores of writing skill are still low and still under KKM. To solve this problem, the writer used the CSW game in teaching English to improve their writing skill.

The objectives of this research are to find out if the CSW game can improve the writing skill in descriptive text of Seventh Grade Students of SMP N 1 Mejobo Kudus in academic year 2013/2014 and to get the information about the student's response toward CSW game of Seventh Grade Students of SMP N 1 Mejobo Kudus in academic year 2013/2014. The CSW game means catch, speak and write. This game would be lead by some questions in order to make the students and the game match each other. This technique can help the students improve their writing skill.

This is a classroom action research. The research is conducted in SMP N 1 Mejobo Kudus in the academic year 2013/2014, especially in the seventh grade students of VII-I. The number of student in this research is 36 students. In this research, the writer used observation sheet to know the teacher's and the students' activity in teaching English by using the CSW game. The writer also used test to know the level of students' writing skill.

The result of the test showed that students' score in cycle I was 59,16. It means that the test was not successful enough. In cycle II, the result of the test was 75.41. It means there was an increase and the score achieve the criteria of success. The result of the students' achievement test from cycle I to cycle II was increase 16.25. From the observation sheet, the writer knew that the students enjoyed writing by using the CSW game technique and made them easier to produce their idea. They became more enthusiastic in the class.

So, the writer suggests that the implementation of using the CSW game as technique in teaching writing should be conducted by the teacher in to always support the students in teaching learning process. The materials of using the CSW game technique should be interesting in teaching learning process. So, the students felt enjoy when they write.



## ABSTRAK

Istiqomah, Nour Riezky. 2014. *Meningkatkan Kemampuan Menulis Siswa Kelas VII SMP N 1 Mejobo Kudus Tahun Ajaran 2013/2014 dengan Menggunakan Permainan Menangkap, Berbicara dan Menulis (CSW)*. Skripsi: Program Studi Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Muria Kudus. Pembimbing: (1) Titis Sulistyowati, SS, M.Pd (2) Dr. H. A. Hilal Madjdi, M.Pd

Kata kunci: ketrampilan menulis, permainan CSW

Menulis adalah keterampilan untuk menulis sebuah teks berdasarkan gambar. Menulis adalah salah satu keterampilan yang harus diajarkan di Sekolah Menengah Pertama. Jadi, siswa harus mampu menulis teks dengan baik. Tapi, faktanya siswa kelas tujuh SMP N 1 Mejobo Kudus mengalami kesulitan dalam menulis. Mereka tidak memiliki ide untuk menulis beberapa kata dalam bahasa Inggris dan juga masih sulit untuk mengatur kata-kata menjadi kalimat yang benar. Berdasarkan wawancara dengan guru bahasa Inggris di SMP N 1 Mejobo, Nilai siswa dalam keterampilan menulis masih rendah dan masih di bawah KKM. Untuk mengatasi masalah ini, penulis menggunakan permainan CSW dalam mengajar bahasa Inggris untuk meningkatkan kemampuan menulis mereka.

Tujuan dari penelitian ini adalah untuk mengetahui apakah permainan CSW dapat meningkatkan kemampuan menulis dalam teks deskriptif siswa kelas tujuh SMP N 1 Mejobo Kudus pada tahun akademik 2013/2014 dan untuk mendapatkan informasi tentang tanggapan siswa terhadap permainan CSW siswa kelas tujuh SMP N 1 Mejobo Kudus pada tahun akademik 2013/2014. Permainan CSW berarti menangkap, berbicara dan menulis. Permainan ini akan dituntun oleh beberapa pertanyaan untuk membuat para siswa dan permainan cocok satu sama lain. Teknik ini dapat membantu siswa meningkatkan kemampuan menulis mereka.

Penelitian ini merupakan penelitian tindakan kelas. Penelitian ini dilakukan di SMP N 1 Mejobo Kudus pada tahun akademik 2013/2014, terutama di siswa kelas VII-I. Jumlah siswa dalam penelitian ini adalah 36 siswa. Dalam penelitian ini, penulis menggunakan lembar observasi untuk mengetahui aktivitas guru dan siswa dalam pengajaran bahasa Inggris dengan menggunakan permainan CSW. Penulis juga menggunakan tes untuk mengetahui tingkat kemampuan menulis siswa.

Hasil tes menunjukkan bahwa skor siswa pada siklus I adalah 59,16. Ini berarti bahwa tes itu tidak cukup berhasil. Pada siklus II, hasil tes adalah 75,41. Ini berarti terjadi peningkatan dan skor mencapai kriteria keberhasilan. Hasil tes prestasi siswa dari siklus I ke siklus II mengalami peningkatan 16,25. Dari lembar observasi, penulis tahu bahwa siswa menikmati kegiatan menulis dengan

menggunakan teknik permainan CSW dan membuat mereka lebih mudah untuk menghasilkan ide mereka. Mereka menjadi lebih antusias di kelas.

Jadi, penulis menyarankan bahwa pelaksanaan menggunakan permainan CSW sebagai teknik dalam pengajaran menulis harus dilakukan oleh guru untuk selalu mendukung siswa dalam proses belajar mengajar. Materi dalam menggunakan teknik permainan CSW harus menarik dalam proses belajar mengajar. Jadi, para siswa merasa senang ketika mereka menulis.



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